

COMMODORE
64/128

AMERICAN

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TAG TEAM

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AMERICAN
TAG TEAM

American Tag Team Wrestling consists of three, two minute rounds of fantastic ring action, packed full of the following features:

One or Two player options, full American Tag Team Wrestling rules, keyboard joystick control, multi-star team selection, ALL of the official wrestling moves, realistic ring action, World Champion Tournament options, enjoyable gameplay based on skilful use of Wrestler energy, multiple rounds, grudge bouts, and lots more!

COMMODORE LOADING INSTRUCTIONS
Press SHIFT and RUNSTOP together.
Press PLAY on the tape.

"Yesssss!!! Laydeez an' Gennelmen..ltttssss the fight o'the century between teams of brawn, muscle 'n' brains. Getta ringside seat and flip to the bellyflops, groan at the thud of jaw against canvas, and holler to the mystery maske....urk..." -

"Ere gimme the mike. Lissen up you chicken livered, yella cowardly custards ya wuddn't last ten seconds in the ring wit' me. Cos ahm the champ and ah aim to stay champ. Whatever it takes..Grrrrr!!!!"

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AMERICAN TAG TEAM WRESTLING

The Zeppelin American Tag Team World Wrestling Championship is an awesome display of talent, gymnastics and - judging by the size of the leotards hanging in the changing room - belly. One such behemoth is Combine Harvester, title holder, and full time man mountain. He is currently squeezed uncomfortably into a normal size sofa. The guy is huge! Imagine two body builders superglued together and you have Combine Harvester.

Feeling more like a mouse than a hardened reporter I begin the interview, using all the tact and sensitivity they teach you at journalist school. So Mr Harvester just what is your real name? Larry Tractor? Reggy Lawnmower? Or even Percy EdgeTrimmer? It takes a couple of seconds for my quips to register, but then my man mountain turns into a volcano. He grabs me in a Strangle Hold, follows it up with a Half Nelson, spins me round the room and then like a character in a cartoon, throws me through the unopened door leaving my perfect outline behind.

Before slipping into unconsciousness, I make a mental note never to upset an American Tag Team Wrestler ever again...

CONTROLS

All players are controlled via a **JOYSTICK**. One player games use Port 2, with the second player using Port 1 if required.

F5 quits the present bout and returns to the main menu screen.

SELECTIONS SCREEN

On the selections screen, the following options can be set by moving the options box up and down, followed by left and right to select the required game settings.

Competition can either be:

| | | |
|-------------------|--------|------------|
| Round Time | 2 mins | 3 mins |
| Match Type | Single | Tournament |
| Number of Players | One | Two |
| Play Game | | |

Once the type of bout play has been decided, the list of American Tag Teams complete with their pictures are given for player

selection. Moving the selection icon up and down the lists of Wrestlers and pressing Fire picks the Tag Team you wish to control.

All matches take place over three, two or three minute rounds, with a Fall deciding the winners. Both members of the Tag Team have their own energy bars, shown beside theirs faces at the bottom of the screen. When the Wrestler is low on energy he is weak enough to be held down for a Fall.

When a Wrestler is out of the ring, he is allowed to recover some of his lost energy, even though he will be encouraging his team mate by offering him help and advice.

TAGGING

The swapping of Wrestlers in the ring is known as Tagging. Tagging allows a Team to swap Wrestlers to make use of a particular Wrestler's skill, or to allow energy recovery. To tag a Wrestler, move back to your corner, face your partner, and press the Fire Button.

OFFICIAL MOVES WITH FIRE BUTTON PRESSED

| | |
|--------------------|---|
| HAMMER FIST - | Joystick Up |
| FLAT PUNCH - | Joystick Right |
| KICK - | Joystick Down |
| ROPE TO ROPE RUN - | Joystick Left |
| DROP KICK - | When on a rope to rope run, pressing Fire initiates a Drop Kick Manoeuvre |

When the opposition is on the canvas:

| | |
|------------|------------------------|
| STAMP - | Pressing Up and Fire |
| PIN DOWN - | Pressing Down and Fire |

When two players meet in the ring they begin to grapple. The end result of the grapple is decided by a reaction test, with the first player to press their Fire button winning. The winner of the grapple ends the contact with any of the following:

| | |
|----------------|----------------|
| PILE DRIVE - | Joystick Up |
| SLAM - | Joystick Right |
| SLAM AND PIN - | Joystick Left |
| DOWN TO FOLLOW | |

If the player presses their Fire button too early whilst in the grapple, they suffer a time delay before they are allowed to press the Fire button again.

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